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CHESS OPENINGS.

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PREFACE.

It is generally admitted that a knowledge of the chief Openings is necessary to all who desire to attain any degree of excellence in Chess, but yet nothing is more common than to find amateurs destitute of even the rudiments of such knowledge, to whom the words 'Evans Gambit,' 'Muzio,' &c. are meaningless names. The cause of this widely-spread ignorance is, I believe, to be found in the nature of the existing books on the subject. There are many excellent works which may be profitably studied by all whose leisure and inclination permit; but the beginner is too often repelled by their apparent confusion, and by the formidable array of variations which crowd their pages and distract his mind.

Bearing this in mind, I have endeavoured to present the subject in a simpler and more attractive shape, by pruning with no sparing hand the

thick undergrowth of variations by which the parent stem is choked and concealed. I have embodied in the main theme the best moves for both parties, noting briefly wherever it seemed necessary the results of inferior play on either side. These short digressions have been printed in small type, in order that they may be the more easily distinguished. I have, moreover, as far as possible employed a narrative instead of a tabular form. The authorities from which my information has been drawn are the 'Handbuch des Schachspiels,' 'Die neuste Theorie und Praxis des Schachspiels,' Staunton's Handbook and Praxis, the Book of the Chess Congress of 1862, the Transactions of the British Chess Association, the Chess-player's Magazine, Chess World, &c.

In the classification of the Openings, I have not differed greatly from my predecessors; I have divided them into Regulars and Irregulars, meaning by Regulars all in which both players commence by 1. P to K 4, by Irregulars all in which either plays a different move. The Regulars are then subdivided into two groups of three. Of these the greater trio consists of the King's

Knight's, the King's Bishop's, and the King's Gambit, all of which take their name from the piece or pawn on the King's side, which is brought into play by White at his second move. In the lesser trio are included the Queen's Knight's, the Queen's Bishop's Pawn's, and the Centre Gambit, in which the attack springs from the Queen's side or left wing. The Irregulars are divided into two groups according as the irregularity is committed by the first or second player. The Irregular Defences are the French, the Sicilian, the Fianchetto, and the Centre Counter Gambit. The Irregular Attacks which I have noticed are the Queen's Gambit, and the games of the King's and Queen's Bishop's Pawns. The notation employed is that ordinarily in use in England, but somewhat abbreviated; thus for P to K's 4th I have written P to K 4; a cross (×) has been used to denote a capture.

ASHLYNS, GREAT BERKHAMSTED:
Sept. 28, 1869.

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CHESS OPENINGS.

CHAPTER I.

THE KING'S KNIGHT'S OPENING.

*** *Throughout this work the terms 'you' and 'he' have been used for the first and second players respectively.*

THE King's Knight's opening takes its name from the first player's second move K Kt to B 3, the first moves on each side being P to K 4, as is always the case, except in the irregular openings; this opening has always been, and probably will always continue, a favourite with chess-players; less brilliant, perhaps than the King's Gambit, it is safer and affords a more enduring attack. Of Black's possible replies to it, three only are worth consideration.

1. K Kt to B 3. Petroff's Defence, § 1.
2. P to Q 3 Philidor's Defence, § 2.
3. Q Kt to B 3. The Italian Defence,* §§ 3—8.

* Following the Germans I have called this the Italian Defence, instead of the Giuoco Piano, because it is convenient to reserve that term for the form of attack resulting from 2. Q Kt to B 3, to which it is especially appropriate.

Of these three defences the Italian is the best, as it at once frees the second player's game, but it is open to the disagreeable reply 3. B to Q Kt 5, which constitutes the Rury Lopez attack; this consideration has induced many players to prefer the close defences, as Petroff's and Philidor's are termed. But on the one hand these defences cause some disadvantage of position to the second player; and on the other, since the Lopez attack has been better understood, it is admitted, that though troublesome, it is by no means irresistible, and in fact ought to result in an even game. There is, therefore, no reason for abandoning the Italian defence, which is satisfactory, for it is believed that the too-frequent adoption of Petroff's, Philidor's, and the other close defences (such as the French, Sicilian, and Fianchetto), has exercised a pernicious influence upon English chess.

If the Italian defence be adopted, the attack may be continued in four ways—

(1.) 3. B to Q B 4. If Black reply 3. B to Q B 4, we have the Giuoco Piano, and if you then play 4. P to Q Kt 4, the Evans Gambit. But instead of 3. B to B. 4 he may play 3. K Kt to B 3, the Two Knights' Defence, which is in my opinion his safest course. §§ 3—5.

(2.) 3 B to Q Kt 5. The Knight's Game of Ruy Lopez § 6.

(3.) 3 P to Q 4 The Queen's Pawn Two Game, or Scotch Gambit. § 7

(4.) 3. P to Q B 3 The Queen's Bishop's Pawns Game in the K Kt's Opening. § 8

§ 1. *Petroff's Defence.*

This defence to the K Kt's Opening was at one time very popular, but it is now considered inferior to the two others.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. K Kt to B 3
3 Kt × P	

If 3. B to Q B 4, he must not play 3. Kt × P, because you would gain the advantage by 4. Q Kt to B 3 (*see* Ch II. § 2, the K Kt's defence to the K B's game), but 3. Q Kt to B 3, and the position is that of the Two Knights' Defence, which produces an even game. If 3. P to Q 4, the proper reply is 3. K P × P.

3. P to Q 3

If he play 3 Kt × P, you will speedily gain an advantage thus—

	3. Kt × K P
4. Q to K 2	4. Q to K 2

If instead of this he withdraw the Kt, you obviously win his Queen by 5. Kt to Q B 6 (dis. ch.)

5. Q × Kt	5. P to Q 3
6. P to Q 4	6. P to K B 3
7. P to K B 4	

with a much better game.

And if he play 3. Q to K 2, you play 4. P to Q 4 with the better game.

After his move 3. P to Q 3, two courses are open to you; you may either retreat the Kt to B 3, which is the usual and the safest move, or play 3 Kt × K B P

as suggested by Mr. Cochrane; this is not generally considered sound, but I think that practically it may be ventured on with safety, since he must capture your Knight with his King, and thereby expose that piece terribly; it has the merit of producing interesting situations in what is otherwise a tame game.

In the first place

4. Kt to B 3	.4 Kt × K P
5. P to Q 4	5. P to Q 4
6. B to Q 3	6. B to Q 3
7. Castles	7. Castles
8. P to Q B 4	

You have rather the best of it, since he must lose time in retreating the Kt.

In the second place

4. Kt × K B P	4. K × Kt
5. B to Q B 4 ch.	5. B to K 3

This is his best move, as it is desirable to get rid of your K B: if he play 5. K to K sq, then 6 P to Q 4; if 5 P to Q 4, Mr. Staunton recommends 6. B to Q Kt 3; but you may also play 6. K P × P, recovering at once a full equivalent for your Knight.

6. K B × B	6. K × B
7 Q Kt to B 3	7. K to K B 2
8. P to Q 4	8. K B to K 2
9. Q to K 2	9. R to B sq
10. B to K 3	10. K to Kt sq

White may now Castle with Queen's Rook and advance the Pawns on the King's side with a capital

game. As a general rule it is unadvisable to Castle on the Queen's side, but in the present case it is better to remove the King to a place of safety on the left before advancing the Pawns on the right.

§ 2. *Philidor's Defence.*

This close defence is frequently adopted from fear of the Ruy Lopez attack, though it gives Black for some time a very confined game; it gives rise to no combinations at all comparable in interest and beauty to those which occur in the Italian defence It was however a favourite with the great chess-player, Mr. Morphy.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. P to Q 4	3. K Kt to B 3

This is now preferred to 3. P × P, since if he made that move you would get a somewhat stronger attack by 4. Q × P.

4. Q Kt to B 3	4. P × P
5. Q × P	

It makes little difference whether you take the Pawn with Q or Kt.

5. B to K 2

If he should attack your Queen by 5. Q Kt to B 3, then—

6. B to Q Kt 5	6. B to Q 2
7. B × Kt	7. B × B
8. B to K Kt 5	

with the advantage.

6. B to K 2 (best)	6. Castles
7. Castles	7. Q Kt to B 3
8. Q to Q 2	8. P to Q R 3
9. B to Q 3	9. B to K 3

You have, perhaps, a slight superiority of position.

§ 3. *The Italian Defence.*

The Italian Defence (2. Q Kt to B 3) is, as we have already observed, the most satisfactory, as it enables Black to bring his pieces into action at once, and without disadvantage. When followed by 3. B to Q B 4 on both sides, the game is known as

The Giuoco Piano.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4

3. K Kt to B 3 is a better defence (*see* § 5, the Two Knights' Defence).

4. P to Q B 3

This is the only move by which you can secure any advantage. 4. Castles is often played (*see* Variation), but ought to result in an even game, as do 4. P to Q 3, and 4. Q Kt to B 3.*

	4. K Kt to B 3 (best)
5. P to Q 4	5. P × P
6. P × P	

* For 4. P to Q Kt 4, *see* § 4. The Evans Gambit.

This is generally preferred to P to K 5

6. B to Q Kt 5 ch.

If instead of checking he retire the B to Q Kt 3, you will be able to maintain your centre Pawns.

7. B to Q 2	7. B × B
8. Q Kt × B	8. P to Q 4
9. P × P	9. Kt × P
10. Q to Q Kt 3	10. Q Kt to K 2
11. Castles	11. Castles
12. K R to K sq	12. K Kt to K B 5

The *Handbuch* gives 12. P to Q B 3.

13. R to K 4	13. Q Kt to K Kt 3
14. Q R to K sq	

With a good opening.

Variation beginning at White's 4th move.

White	Black
4. Castles	4. K Kt to B 3 (best)
5. R to K sq	5. Castles

If 5 Kt to K Kt 5, then 6 P to Q 4.

6. P to Q B 3	6. P to Q 3
7. P to Q 4	7. B to Q Kt 3

The game is even, but instead of 5 R to K sq, you may play 5 P to Q Kt 4, resolving the game into a variation of the Evans Gambit; this is probably your best move; you may also play 5. P to Q. 4, as suggested by M. Max Lange: this brilliant move is now considered unsound, yet I think that it may often be ventured without serious risk, as the defence

is very difficult. The game would then proceed as follows:

4. Castles	4. K Kt to B 3
5. P to Q 4	5. K P × P (best)

If 5 B × P, which the *Theorie und Praxis* prefers,

6. K Kt × B	6. Q Kt × Kt
7. P to K B 4	7. P to Q 3
8. P × P	8. P × P
9. B to K Kt 5	

with a slight superiority.

6. P to K 5	6. P to Q 4

Black's Q P, by advancing to Q 4, passes over a square commanded by your K P at K 5; you may therefore take it, placing your K P on Q 6, as if he had only moved the Q P one square. This is called taking Pawn en passant.

7. P × Kt	7. P × B
8. R to K sq, ch	

If 8. P × Kt P, then 8. R to Kt sq, and Black maintains, without difficulty, the Pawn which he has gained.

	8. K to B sq (best)
9. P × K Kt P, ch	9. K × P
10. Kt to K 5	10 Kt × Kt

If 10. R to K sq.

11. B to K R 6, ch.	10. K to Kt sq
12. Kt × Kt or Kt × P on Q B 4	

with the advantage.

11. R × Kt	11. B to K 2
12. R to K 4	12. P to Q B 4
13. Kt to Q R 3	13. Q B to K 3
14. R to K Kt 4, ch	14. K to B sq

If 14. B × R, then

15. Q × B ch	15. K to B sq
16. B to K R 6, ch	16. K to K sq
17. R to K sq	

and you should win.

15. B to K R 6, ch	15. K to K sq
16. R to K 4	16. Q to Q 4

Black keeps the Pawn with the better game, but I am inclined to think that you might do better at your 14th move than check with the Rook, which appears purposeless, except as a bait to allure Black to capture Rook with Bishop.

§ 4. *The Evans Gambit.*

This offshoot of the Giuoco Piano is the most brilliant form of the K Kt's opening; by the sacrifice of a pawn less valuable than the King's Bishop's, which is given up in the King's Gambit, the first player is enabled to establish his central Pawns, and to develop his forces with great rapidity. Theoretically it ought to result in an even game, but in practice it is found that the advantage generally rests with the first player, so difficult and dangerous is the defence.

GAME I.

*The Gambit Accepted.**

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B × P
5. P to Q B 3	5. B to Q B 4

It is of little consequence whether he play the B to B 4 or R 4, since it must ultimately retire to Q Kt 3, as he will want to play Q Kt to R 4 subsequently. If he had taken the pawn at his fourth move with Knight, and then retired it to Q B 3, the position would be the same.

6. P to Q 4	6. P × P
7. Castles	7. P to Q 3

7. P × Q B P is bad because it gives you too much time at a critical point in the game. 7. K Kt to B 3 is also bad because of

8. P × P	8. B to Q Kt 3
9. P to K 5	

with a fine game.

8. P × P	8. B to Q Kt 3

These eight moves are considered the best on each side, but from this point many attacks diverge—9. Q Kt to B 3, P to Q 5, P to K 5, B to Q Kt 2, B to Q R 3, R to K sq, Kt to K Kt 5, P to K R 3. All

* The different modes of declining the Gambit will be examined in Game II.

these may be played without disadvantage, but the best and the most frequently adopted are 9. Q Kt to B 3, and 9. P to Q 5. It matters little which of the two you choose, since they converge again after a few moves.

9. Q Kt to B 3	9. Q Kt to R 4

Formerly 9. B to K Kt 5 was played here, but it has now rather fallen into disrepute on account of the powerful Fraser-Mortimer attack to which it subjects Black. The first few moves of that attack are as follows :—

10. Q to Q R 4	10. B to Q 2

If B × Kt or K to B sq, you advance the Pawn to Q 5.

11. Q to Q Kt 3	11. Kt to Q R 4
12. B × K B P ch	12. K to B sq
13. Q to Q B 2	13. K × B
14. P to K 5	

with a strong attack.

10. K B to Q 3	10. K Kt to K 2
11. P to Q 5	11. Castles
12. B to Q Kt 2	12. K Kt to Kt 3

If you had played 9. P to Q 5, the same position would have been arrived at by the following moves :—

9. P to Q 5	9. Q Kt to R 4
10. B to Q Kt 2	10. Kt to K 2
11. K B to Q 3	11. Castles
12. Q Kt to B 3	12. K Kt to Kt 3

It is, however, on the whole, more advantageous

to play Q Kt to B 3 at your 9th move, on the chance of getting the Mortimer attack.

13. Q Kt to K 2.

The game is about even; Black has gained a Pawn and is tolerably safe; but, on the other hand, White's pieces are excellently disposed for action.

Game II.

The Gambit Declined.

The customary modes of declining the Gambit are (1) to play P to Q 4 as a counter gambit, or (2) to retire the Bishop to Q Kt 3; but neither of these is altogether satisfactory; the Bishop must not be retired to Q 3 or to K 2, because it would not be well posted there, and would confine Black's game.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	

In the first place

4. P to Q 4

This is generally considered Black's best move, but I prefer B to Q Kt 3

5. K P × P	5. Kt × Kt P
6. Kt × K P (best)	6. K × t P

This seems to be his best move; but if 6. B to K B 4, then

7. P to Q 3	7. B to Q 5
8. P to Q B 3	8. B × Kt
9. Q to Q R 4, ch	

with an excellent game.

Again, if 6. Q to K Kt 4, then

7. Castles	7. B to K R 6
8. P to K Kt 3	

better than Q to K B 3.

	8. B × R
9. P to Q 4	9. Q to K 2
10. K × B	10. Castles
11. P to Q B 3	11. Kt × K P

if Kt to Q R 3 then 12. Q to K Kt 4, ch

12. Q to K B 3	12. P to Q B 3

there seems to be no better move.

13. Q to K B 5, ch

winning the B with a far better game.

7. B to Q Kt 5, ch	7. P to Q B 3
8. Kt × Q B P	8. Q to Q Kt 3
9. Q to K 2, ch	9. K to B sq
10. K Kt to Q Kt 4	10. Q B to K 3
11. Kt × Kt	11. B × Kt
12. Castles	

With a fine position.

In the second place

4. B to Q Kt 3

5. P to Q R 4

If 5 P to Q Kt 5, he will remove the Kt to Q R 4, and on your taking K P with Kt, will equalise the game by Q to K B 3.

	5. P to Q R 3

If 5. P to Q R 4 then

6. P to Q Kt 5	6. Kt to Q 5
7. K Kt × K P	7. Q to K B 3
8. K Kt to B 3	8. Q Kt to K 3
9. P to K 5	

with the better game.

6. P to Q B 3	6. P to Q 3
7. P to Q 3	7. Kt to K B 3
8. Q to Q Kt 3	8. Q to K 2
9. B to K Kt 5	9. P to K R 3
10. B to K R 4	

I prefer White's game.

§ 5. *The Two Knights' Defence.*

In this variation of the Italian defence, Black plays 3. K Kt to B 3 instead of 3. B to Q B 4; it deserves more attention than it has hitherto received from chess-players, as it enables the second player without difficulty to equalise the game, which he can hardly do after playing 3. B to Q B 4. The Evans Gambit is the strongest attack known except the Muzio; the Giuoco Piano is slightly favourable to the first player, but both of these attacks may be successfully evaded by the Two Knights' Defence; it is moreover available in certain forms of the Petroff Defence and Scotch Gambit, and it is the best reply to the King's Bishop's Opening.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. K Kt to B 3.

You may now continue the attack in two ways:—

(1.) 4. K Kt to Kt 5, which is generally preferred, though somewhat premature and superficial.

(2.) 4. P to Q 4, which is the soundest play. 4. P to Q 3 is sometimes played, and at once equalises the position.

In the first place

4. K Kt to Kt 5	4. P to Q 4

If 4. Kt × K P, you reply with 5. B × K B P ch, with a capital attack.

5. P × P	5. Kt to Q R 4

This move, the only good one at his disposal, wrests the attack from the first player. If 5. Kt × P then

6. Kt × K B P	6. K × Kt
7. Q to K B 3, ch	7. K to K 3

the only move to save his Kt.

8. Q Kt to B 3	8. Q Kt to K 2
9. P to Q 4	9. P to Q B 3

if P × Q P, you win the Kt by Q to K 4, ch.

10. B to K Kt 5	10. P to K R 3
11. Q B × Kt	11. B × B
12. Castles with Q R	

and you ought to win.

6. B to Q Kt 5 ch (best)

If 6. P to Q 3, then

	6. P to K R 3
7. K Kt to B 3	7. P to K 5
8. Q to K 2	8. Kt × B
9. P × Kt	9. B to Q B 4
10. P to K R 3	10. Castles
11. Kt to K R 2	11. P to Q Kt 4

with an excellent game.

	6. P to Q B 3
7. P × P	7. P × P

8. B to K 2 (best)

If 8 B to Q R 4, then

	8. P to K R 3
9. Kt to K B 3	9. P to K 5
10. Q to K 2	10. B to K 3
11. Kt to Kt sq	11. B to Q B 4
12. P to Q B 3	

to prevent Q to Q 5.

	12. B to Q B 5
13. Q to Q sq	13. Q to Q Kt 3

he has a very fine position.

8. Q to K B 3 is also objectionable, though better than 8. B to Q R 4.

	8. P to K R 3
9. Kt to K B 3	9. P to K 5
10. Kt to K 5	10. Q to Q 5
11. Kt to Kt 4	

Rather better than P to K B 4.

	11. B × Kt
12. B × B	12. P to K 6
13. B to K B 3	13. P × B P, ch
14. K to B sq	14. Castles

Black has the best game.

In the second place

4. P to 24.

This is certainly your best move.

4. K P × P

This position is one which occurs in the Scotch Gambit, when Black plays K Kt to B 3 at his fourth move.

5. Castles (best).

If 5. P to K 5, then	5. Kt to K 5
If 5. Kt to K Kt 5, then	5. Q Kt to K 4
If 5. Kt × P, then	5. Kt × KP
	5. Kt × K P

He might play instead 5. B to Q B 4, thus obtaining the Max Lange variation of the Giuoco Piano. I am not sure but what this would be his best course, for although you would then advance P to K 5 with a strong attack, it is considered that Black might, with careful play, get the advantage.

6. R to K sq	6. P to Q 4
7. B × Q P (best)	7. Q × B
8. Q Kt to B 3	8. Q to K R 4
9. Kt × Kt	9. B to K 3.

If 9. B to K 2, 10. B to K Kt 5

10. Q Kt to K Kt 5

If 10. B to K Kt 5, 10. B to Q Kt 5

	10. Castles
11. Kt × B	11. P × Kt
12 R × P	12. B to Q 3

Even game.

§ 6. *The Knight's Game of Ruy Lopez.*

In this game White plays his King's Bishop to Q Kt 5, instead of to Q B 4 as in the Giuoco Piano.

threatening the adverse Queen's Knight, and consequently the King's Pawn. Until recently it was considered so strong an attack as to render inadvisable Black's second move, Kt to Q B 3; this was much to be regretted, since it induced players to prefer Philidor's defence and the other close games, which are far less productive of interesting situations than the open game. Now, however, the defence to this somewhat troublesome move is better understood, and it is generally admitted that it ought not to give the first player any advantage.

White	Black
1. P to K 4	1. P to K 1
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. P to Q R 3

This is the most satisfactory defence; some players prefer 3. K Kt to B 3, but it is better to dislodge the Bishop before bringing out the Knight, so as to be able to play, if necessary, P to Q Kt 4. Black has many other moves, which must be noticed briefly.

(1.) 3. K Kt to K 2, to avoid doubling the Pawns if you take the Knight; but since you are not compelled to do so, this move is useless, and only serves to block up Black's game.

(2.) 3. Q Kt to Q 5; you will then exchange Knights, and subject him to the inconvenience of badly-doubled Pawns.

(3.) 3. P to K B 4; if you play 4. Q to K 2, you must win the Pawn with a superior position.

(4.) P to Q 3 not good, because you may take the Knight separating as well as doubling his Pawns, but some authorities advise your playing P to Q 4 before taking off the Knight.

(5.) 3. B to Q B 4 better than any of the preceding, but inferior to 3. P to Q R 3, or K Kt to B 3; when followed by 4. P to K B 4, it leads to very interesting situations, but is hazardous.

4. B to Q R 4

Some players prefer to take the Knight for the sake of doubling the Pawns; if you should do so, and then play Kt × K P, he will recover the Pawn by Q to Q 5.

	4. K Kt to B 3
5. Castles	5. B to K 2
6. P to Q 4	

It does not matter whether you advance the Q P before or after Castling. If 6. Q Kt to B 3, then

	6. P to Q Kt 4
7. B to Q Kt 3	7. P to Q 3
8. P to Q 3	8. Kt to Q R 4

even game.

6. K P × P

If 6 Kt × K P, you will gain the advantage by 7 R to K sq.

7. P to K 5	7. Kt to K 5
8. R to K sq	8. Kt to Q B 4
9 B × Kt	9. Q P × B
10. K Kt × P	10. Castles

Even game.

§ 7. *The Scotch Gambit.*

The Queen's Pawn Two Game, or Scotch Gambit, is a perfectly sound opening, but very apt to resolve itself into the Giuoco Piano, and consequently possessing little variety.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	3. P × P

He cannot refuse the proffered Pawn without getting a very bad game; if he take it with Knight instead of with Pawn, then

	3. Kt × P
4. Kt × P	4. Kt to K 3
5. P to K B 4	

with a decided advantage.

4. B to Q B 4

You may, instead, take the Pawn; and if he then play 4. Q to K R 5, you reply with 5 Kt to Q Kt 5, having the better game; but if he should play 4. B to Q B 4, you may play 5. B to K 3, and the game is even.

4. B to Q B 4

This is reckoned the best defence, but I think 4. K Kt to B 3 at least as good; it produces a position already examined in the Two Knights' Defence, which gives an even game. White may now continue the

attack in three ways: (1) 5. P to Q B 3 (best); (2) 5. Kt to K Kt 5; (3) 5. Castles.

In the first place

5. P to Q B 3 (best) 5. K Kt to B 3 (best)

and the position is that of the Giuoco Piano, where it is arrived at by—

1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q B 3	4. K Kt to B 3
5. P to Q 4	5. P × P

after which White gets a slight advantage, though not sufficient to influence materially the result of the game.

In the second place

5. Kt to K Kt 5

This gives you a more formidable-looking, but a less lasting attack, than that which springs from 5. P to Q B 3.

5. Kt to K R 3 (best)

6. Kt × K B P

If 6. Q to K R 5, then 6. Q to K 2, with the advantage.

6. Kt × Kt

7. B × Kt	7. K × B
8. Q to K R 5, ch	8. P to K Kt 3
9. Q to Q 5, ch	

The object of this check is to drive the King on

to a square commanded by your Q B when at Q Kt 2.

	9. K to Kt 2
10. Q × B	10. R to K sq

This move, recently introduced, seems better than either P to Q 3 or P to Q 4. The game is now even.

In the third place

5. Castles

This move is inferior to either of the preceding.

5. P to Q 3

5. K Kt to B 3 gives the Max Lange attack in the Giuoco Piano.

6. P to Q B 3	6. B to K Kt 5
7. P to Q Kt 4	7. B to Q Kt 3
8. Q to Q Kt 3	8. B × K Kt
9. B × K B P, ch	9. K to B sq
10. P × B	10 Q Kt to K 4
11. B × Kt	11. Kt × P, ch
12. K to Kt 2	12. Kt to K R 5, ch
13. K to R sq	13. R × B

Black maintains the Pawn, with a superior game.

§ 8. *The Queen's Bishop's Pawn's Game in the King's Knight's Opening.*

This opening, which takes its name from your third move, P to Q B 3, is seldom practised, as with

the best play it ought to give the second player a superior game; yet it requires to be carefully answered, and is not unlikely to succeed against an inexperienced player.

White	Black
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q B 3	

One objection to this opening is that it always leaves you with this Pawn on Q B 3, which retards the development of your game on the Queen's side.

3. K Kt to B 3

The best reply; if 3. P to Q 4, then

4. B to Q Kt 5	4. Q P × K P
5. Kt × K P	5. Q to Q 4

Even game.

Ponziani's counter gambit, 3. P to K B 4 is bad, because of

4. P to Q 4	4. P to Q 3
5. B to Q Kt 5	

better than 5. P × K P.

	5. P × K P
6. Kt × K P	6. P × Kt
7. Q to K R 5, ch	

with the better game.

4. P to Q 4	4. Kt × K P
5. P to Q 5 (best)	5. B to Q B 4

Retreating the Knight to his own square, or to K 2, would cramp Black's game greatly.

6. P × Kt (best)	6. B × K B P, ch
7. K to K 2	7. P to Q 4

7. Kt P × P, threatening mate by B to Q R 3, is weak, because you can prevent it by Q to Q R 4.

8. Q to Q R 4

If P × Kt P, he would retake with B, and have the Bishop exceedingly well posted.

	8. Castles
9. Q Kt to Q 2	9. P to K B 4

Black has lost a Knight for two Pawns, but his strong attack more than compensates for the loss.

CHAPTER II.

THE KING'S BISHOP'S OPENING.

THIS opening is weaker and less varied than the King's Knight's, since the second player may almost always reply to it with the Two Knights' Defence, the result of which is an even game. Black's best reply is 2. K Kt to B 3; the old defence, 2. B to Q B 4, subjects him to several disagreeable attacks. 2. P to K B 4, or 2. P to Q B 3, are also bad.

§ 1. *The King's Bishop's Defence.*

White	Black
1. P to K 4	1. P to K 4
2. B to Q B 4	2. B to Q B 4

You may now play 3. K Kt to B 3, or 3. P to Q Kt 4 (best), or 3. Q to K 2, the Lopez gambit. 3. P to Q B 3 was recommended by Philidor, but is now thought weak; 3. P to K B 4 is bad, because Black would take K Kt with Bishop and then check with the Queen at Rook's 5th, winning the Rook's Pawn with a good game.

In the first place

3. K Kt to B 3	3. P to Q 3

If 3. Q Kt to B 3, we have the Giuoco Piano; if 3 K Kt to B 3, you play 4. Kt × K P, with a good game.

4. P to Q B 3	4. Q to K 2
5. Castles	5. K Kt to B 3
6. P to Q 4	6. B to Q Kt 3
7. B to K Kt 5	7. P to Q B 3
8. Q Kt to Q 2	8. P to K R 3
9. B to K R 4	9. P to K Kt 4
10. B to K Kt 3	10. B to Q B 2

The *Handbuch* pronounces the positions equal, but I am inclined to think that White's game is the stronger.

In the second place

3. P to Q Kt 4

This is your best play.

	3. B × P
4. P to Q B 3	4. B to Q R 4

It is impossible to retreat the Bishop to Q B 4, because of

5. P to Q 4	5. P × P
6. B × K B P, ch	6. K × B
7. Q to K R 5, ch	7. P to K Kt 3
8. Q to Q 5, ch	8. K to Kt 2
9. Q × B	

with an evident superiority.

5. K Kt to B 3	5. Q Kt to B 3

If 5. P to Q 3, 6. Q to Q Kt 3, with a decided advantage.

6. P to Q 4	6. P × P
7. Castles	7. P to Q 3 (best)
8. P × P	8. B to Q Kt 3 (best)

And we have the regular Evans Gambit.

In the third place

3. Q to K 2

This move is not so good as either of the preceding.

3. Q Kt to B 3

The best reply, but 3. Q to K 2 may be played without disadvantage; if 3. P to Q 3 or 3. P to Q B 3, you may play 4. P to K B 4, with the better game.

4. B × K B P, ch (best)	4. K × B
5. Q to Q B 4, ch	5. P to Q 4
6. Q × B	

If 6 P × P, then

	6. B × K B P, ch
7. K × B	7. Kt to Q R 4

Black has the best game.

6. Q P × K P.

7. Q Kt to B 3

7. Q to Q B 4 ch, with a view to winning the Q P, enables him to get his pieces out too quickly.

7. K Kt to B 3

Black has a freer game than you have.

§ 2. *The King's Knight's Defence.*

White	Black
1. P to K 4	1. P to K 4
2. B to Q B 4	2. K Kt to B 3

This is the best defence unquestionably.

3. K Kt to B 3 (best)	3. Q Kt to B 3

The position is that of the Two Knights' Defence, which leads to an even game, the best continuation for which is 4. P to Q 4, not 4. Kt to K Kt 5.

If Black had played instead 3. Kt × K P, you would have got the superior game thus—

	3. Kt × K P
4. Q Kt to B 3	4. Kt to K B 3 (best)
5. K Kt × K P	

CHAPTER III.

THE KING'S GAMBIT.

THE KING'S GAMBIT* includes all the games which spring from your second move, P to K B 4, by which you sacrifice a Pawn in order to get rid of the adverse King's Pawn, and to obtain time and space for bringing out your pieces. No other opening produces so many intricate situations and brilliant combinations; no other is so full of interest to the student of the game. The defence is difficult, but if skilfully conducted ought to prove successful, overwhelming though your attack may appear.

If Black accept the Gambit, which is on the whole his best play, you may continue the attack in two ways:—

(1.) 3. K Kt to B 3, the King's Knight's Gambit.

(2.) 3. B to Q B 4, the King's Bishop's Gambit.

Of these the Knight's Gambit is the most frequently played, but the Bishop's is the strongest. To the latter the proper reply is 3. P to Q 4, or 3. K Kt to B 3; to the former, 3. P to K Kt 4, after which you should play 4. B to Q B 4. (The Allgaier Gambit, 4. P K R 4, is not to be commended.) Black may then play either B to K Kt 2, which is the safest and best move, as it prevents the threatened advance of

* The term Gambit is derived from an Italian word which signifies a trip in wrestling; in Chess it denotes the sacrifice of a Pawn for the sake of gaining some advantage in position.

your Knight; or 4. P to K Kt 5, which may give him an almost irresistible attack. If you remove the Knight to K 5, he will reply by 5. Q to K R 5 ch (the Salvio and Cochrane Gambits), and you can hardly save the game. Your proper course is boldly to abandon the Knight and Castle (the Muzio Gambit); you will then obtain a game so strong as to show clearly that his advance of the Pawn was unsound.

§ 1. *The King's Knight's Gambit.*

White	Black
1. P to K 4	1. P to K 4
2. K to K B 4	2. P × P
3. K Kt to B 3	

For 3. B to Q B 4 (the K B's Gambit) *see* § 5.

3. P to K R 4 is sometimes played, to prevent the advance of Black's Knight's Pawn, but it cannot be recommended.

3. P to K Kt 4

This is certainly his best move. 3. B to K 2 (the Cunningham Gambit), with a view to checking at K R 5, is nearly certain to result in the loss of the Gambit Pawn.

4. B to Q B 4 (best)

For 4. P to K R 4 (the Allgaier Gambit) *see* § 4.

4. B to K Kt 2

This prevents the threatened advance of your Knight to K 5. 4. P to Kt 5 is not so good (*see* §§ 2 and 3).

5. Castles

If 5. P to K R 4, 5. P to K R 3.

5. P to Q 3

If he now advance the Knight's Pawn, you may ensure winning the Gambit Pawn by 6. Kt to K sq, or obtain a strong attack by 6. P to Q B 3.

6. P to Q 4	6. P to K R 3
7. P to Q B 3	

If 7. P to K Kt 3, 7. P to K Kt 5.

7. Q to K 2

The best move; Q B to K 3 is now abandoned as inferior.

8. P to K 5	8. P × P
9. Kt × P	9. B × Kt
10. R to K sq	

If 10. P × B, he will check with the Queen at Q B 4, winning your K B.

10. Q B to K 3

11. B × B

If 11. Q to Q Kt 3, then

	11. Q B × B
12. Q × B	12. B × Q P ch
13. K to B sq	13. B to K 4

and wins.

	11. P × B
12. R × B	12. Q Kt to B 3
13. R to K sq	13. Castles
14. Q to K Kt 4	14. Q R to K sq.

And Black has the advantage.

§ 2. *The Salvio and Cochrane Gambits.*

In these variations of the Knight's Gambit, Black plays, at his fourth move, P to K Kt 5, instead of B to K Kt 2, which gives him a strong counter attack, but is dangerous, as it allows you to adopt the almost irresistible Muzio Gambit.

Game I.

The Salvio Gambit.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. P to Kt 5
5. Kt to K 5	

If you leave the Knight to be taken, and Castle, the game becomes the Muzio Gambit.

	5. Q to K R 5, ch
6. K to B sq	6. K Kt to R 3

In the Cochrane Gambit he advances the Pawn to K B 6, before bringing out the Knight.

7. P to Q 4	7. P to K B 6

If he should play instead 7. P to Q 3, you retreat the Knight to Q 3, and have the better game.

8. Q to K sq.

If 8. B × Kt, or 8. B to K B 4, he will reply with 8 P × Kt P, and he must win; if 8. P × P, then

	8. P to Q 3
9. Kt to Q 3	9. Kt P × P
10. Kt to B 2	10. Q B to K R 6 ch

and again he must win.

	8. Q × Q ch
9. K × Q	9. P × Kt P

And he has by far the better game.

GAME II.

The Cochrane Gambit.

In this variation of the Salvio Gambit, Black advances the Pawn to K B 6 before bringing his Knight out. I doubt much whether it is an improvement on the Salvio, but it gives him a decided advantage.

Moves 1—5, same as before.

6. K to B sq	6. P to K B 6
7. P to Q 4	

This is your best move; if 7 Kt P × P, then 7 Kt to K B 3.

	7. P × Kt P ch
8. K × P	8. Q to R 6 ch
9. K to Kt sq	9. K Kt to R 3

If he play the Knight to B 3, you may safely take K B P with Knight.

10. Q to Q 3

If 10. Q B × Kt, he will retake with K B, and

afterwards check with the B at K 6, with a very strong game.

	10. Q × Q
11. P × Q	11. P to Q 3
12. Q B × Kt	12. B × B
13. Kt × K B P	13. B to K 6 ch
14. K to Kt 2	14. R to B sq
15. R to B sq	15. B × Q P

With the best game.

§ 3. *The Muzio Gambit.*

It was shown in the preceding section that the Salvio and Cochrane defences must inevitably give Black the superior game; it was also observed that it was in your power to prevent his playing them by sacrificing the Knight which he attacked at his fourth move, thereby gaining time, an all-important consideration in Chess. This bold Gambit, termed the Muzio (the essential characteristic of which is the sacrifice of the Knight), is as sound as it is brilliant and striking, and may be said almost to ensure victory to the first player. With the most careful play Black can obtain no more than an even game, and the chances of error are numerous.

GAME I.

White	Black
1. P to K 4	1 P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. P to Kt 5
5. Castles	

Castling, though the best, is not the only move at your disposal. You have, besides, Ghulam Kassim's attack, 5. P to Q 4 (*see* Game II.), and 5. B × K B P ch, which is not good (*see* Game III.).

	5. P × Kt
6. Q × P	6. Q to K B 3

The best move. It is not advisable to play B to R 3 at this point, for then would follow

7. P to Q 4	7. Q Kt to B 3
8. Q Kt to B 3	8. Kt × Q P
9. Q to K R 5	9. Q Kt to K 3
10. Q B × P	10. B × B
11. R × B	11. Q to K 2
12. B × Kt	12. Q P × B
13. Q R to K B sq	

and you must win.

7. P to K 5

If 7. P to Q B 3, he will play in answer 8. Q Kt to B 3, and if you then advance the Queen's Pawn two squares he will take it with Q Kt, and have the better game.

	7. Q × P
8. P to Q 3	8. K B to R 3

If 8. Q Kt to B 3, then 9. Q B × P, and you have a strong attack.

9. Q B to Q 2	9. K Kt to K 2
10. Q Kt to B 3	10. Q Kt to B 3

This, followed by Q to K B 4 at his next move, is

considered Black's best play. The old defence was as follows:—

	10. P to Q B 3
11. Q R to K sq	11. Q to Q B 4 ch
12. K to R sq	

some players prefer 12. R to K B 2, which enables you to double the Rooks if necessary.

	12. P to Q 4
13. Q to K R 5	13. Q to Q 3
14. B × Q P	14. P × B
15. Kt × P	15. Kt to Q B 3
16. B to Q B 3	

you have a strong attack, but with care he may get an even game.

11. Q R to K sq	11. Q to K B 4
12. R to K 4 (best)	12. Q Kt to K 4

If 12. P to Q 3,

13. Q B × P	13. B × B
14. R × B	

with an overwhelming attack.

13. Q to K 2	13. P to Q 3

If 13. P to K B 6, 14. B × B, &c. If 13. Kt × B, you must not take K Kt with R, because he threatens Q to Q B 4 ch. Your best course is to take Kt with P, which will give you the advantage.

14. Q B × P	14. B × B
15. K R × B	15. Q to K Kt 4
16. P to K R 4	16. Q to K Kt 2
17. R × KB P	17. Kt × R

Better than taking with Queen.

18. R × K Kt ch	18. K to Q sq
19. B × Kt	19. B to Q 2
20. Kt to Q 5	20. Q to Q 5 ch
21. K to B sq	21. Q × R P
22. R × B ch	22. K × R
23. Q to K 6 ch	23. K to Q sq
24. Kt to K B 6	24. Q to Q R 5
25. Kt to Q 5	

The game must be drawn, since Black will now move his Queen back to K R 5: this is his only resource to save checkmate; and White, having only Queen, Bishop and Knight, against Queen and two Rooks, cannot afford to do anything else.

GAME II.

Ghulam Kassim's Attack.

In this variation of the Muzio you play P to Q 4, instead of Castling at your fifth move; but it is much less frequently played, and seems hardly so good as the regular Muzio.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. P to Kt 5
5. P to Q 4	5. P × Kt
6. Q × P	6. P to Q 4

Any other move gives you the better game.

7. K B × Q P	7. P to Q B 3

If 7. K Kt to B 3, you Castle, with a superior game.

8. B to Q Kt 3

You may obtain a strong but hazardous attack by 8. B × K B P ch, and then checking with the Queen at R 5.

	8. Q × Q P
9. Q B × P	9. K Kt to B 3

If 9. Q × Q Kt P, you may play Q to K R 5.

10. Q Kt to Q 2	10. Q B to K Kt 5
11. Q to K Kt 3	11. Q Kt to Q 2

If 11. Kt × P,

12. Q Kt × Kt	12. Q × Kt ch
13. K to Q 2	

with the best game.

12. P to Q B 3	12. Q to Q B 4
13. P to K 5	13. Castles
14. P × Kt	14. Kt × P

The game is even. At this point Black, instead of playing Kt × P, might draw it by checking with Rook at King's square, and then with the Bishop at K 7. He may, however, obtain a perfectly equal game by the move given in the text.

Game III.

In this variety of the Muzio you play at your fifth move B × K B P ch, sacrificing the King's Bishop instead of the Knight. It is inferior to the usual Gambit, and to Ghulam Kassim's attack.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. P to Kt 5
5. B × K B P ch	5. K × B
6. Kt to K 5 ch	6. K to K sq

If he move K to K 3, you win easily by 7. Q × Kt P ch.

7. Q × P

I am inclined to think that you might preserve the attack longer by Castling at this point

	7. K Kt to B 3
8. Q × P	8. P to Q 3
9. Kt to Q B 4	9. Q Kt to B 3
10. Castles	10. B to K Kt 2
11. P to Q 3	11. Q B to K 3
12. Q to K Kt 3	12. Q to K 2

You have no attack which can at all compensate for the loss of a Bishop.

§ 4. *The Allgaier Kieseritzky Gambit.*

The Allgaier, or Allgaier Kieseritzky Gambit, as it is more properly called, diverges from the ordinary Knight's Gambit at White's fourth move, which is P to K R 4, instead of B to Q B 4. It was formerly considered an opening of great strength, but recent improvements in the defence have so diminished its efficacy that it must now be regarded as one of the weakest of the Gambits.

Game 1.

The Allgaier Gambit.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to Kt 5	

This move constitutes the Allgaier Gambit; in the Kieseritzky the Knight is removed to K 5, which is much better.

5. P to K R 3.

The best move. If 5. P to R 4, he will find it difficult to dislodge the Knight; P to Q 4 is also bad.

6. Kt × K B P	6. K × Kt
7. B to Q B 4 ch	

If instead 7. Q × P, then

	7. K Kt to B 3
8. Q × K B P	8. K B to Q 3

and your attack is over.

	7. P to Q 4
8. B × Q P ch	8. K to K sq

If 8. K to Kt 2,

9. B × Q Kt P	9. Q B × B
10. Q × K Kt P ch	

and the game is drawn by perpetual check.

9. P to Q 4	9. P to K B 6

9. Kt to K 2 is not so good.

10. Kt P × P	10. B to K 2
11. Castles	

This seems rather better than P to K B 4, but in either case the game is lost.

	11. P to K Kt 6
12. P to K B 4	12. P to K R 4

He has a decided advantage.

GAME II.

The Kieseritzky Gambit.

1 P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. K Kt to B 3	3. P to K Kt 4
4. P to K Kt 4	4. P to K Kt 5
5. Kt to K 5	

This is much stronger than moving the Knight to Kt 5, especially as it allows him a retreat.

Formerly 5. P to K R 4 was always played at this point by Black; it has now been discarded in favour of 5. K Kt to B 3, or 5. B to K Kt 2.

In the first place

5. K Kt to B 3

This is his strongest move.

6. B to Q B 4

If 6. Kt × Kt P, then 6. Kt × K P

	6. P to Q 4
7. K P × P	7. B to K Kt 2 (best)
8. B to Q Kt 5 ch	

8. Castles is worse, *e.g.*

8. Castles	8. Castles
9. Q Kt to B 3	9. Kt to K R 4
10. Kt × Kt P	10. B to Q 5 ch
11. Kt to K B 2	11. Q × K R P

winning easily.

	8. P to Q B 3
9. P × Q B P	9. Castles
10. P × Q Kt P	10. Q B × P
11. P to Q 4	

If 11. Q Kt to B 3, or 11. Kt × Kt P, he will play 11. B × K Kt P just the same.

	11. B × K Kt P
12. R to Kt sq	12. P to K B 6

With by far the better game.

In the second place

5. B to K Kt 2

This defence, the invention of M. Paulsen, is weaker than the last; it is, however, good, as it at once puts White on the defensive, and unless carefully answered gives Black the advantage.

6. P to Q 4

If 6. Kt × Kt P, then 6. P to Q 4

6. K Kt to B 3

7. Q Kt to B 3

This is the only move by which you can equalise the game; if 7. Q B × P, then 7. P to Q 3; if 7. Kt × Kt P, then 7. Kt × K P; if 7. B to Q B 4, then 7. Castles.

	7. P to Q 3
8. Kt to Q 3	8. Castles
9. Q B × P	9. Q Kt to B 3
10. Kt to K B 2	10. Kt to K R 4
11. B to K Kt 5	11. P to K B 3
12. B to K 3	12. Kt to K Kt 6
13. R to R 2	13. P to K B 4

Even game.

§ 5. *The King's Bishop's Gambit.*

There is perhaps no opening which has been held in such varying estimation as the Bishop's Gambit. From being considered a brilliant but hazardous débût, it has come to be regarded as perfectly sound and far stronger than the Knight's Gambit. The modern classical defence (3. Q to K R 5 ch), already shaken by Grimm's and Petroff's attacks, was finally overthrown by Mr. Fraser's modification of M'Donnell's attack, and with it fell all the beautiful combinations for which the Gambit was justly celebrated. The defences now in vogue are 3. P to K B 4, 3. P to Q 4, and 3. K Kt to B 3; tame and uninteresting, but recommended by their safety.

Game I.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. B to Q B 4	3. Q to K R 5 ch

This seemingly strong move is bad, because it consigns the Black Queen to a long inactivity, while you are developing your game in the centre and on the left. For 3 P to K B 4, 3. P to Q 4, and 3. K Kt to B 3, the correct defences, *see* Games III., IV., and V.

4. K to B sq	4. P to K Kt 4
5. Q Kt to B 3	

5. Q to K B 3, known as Cozio's attack, is inferior.

	5. B to K Kt 2
6. P to Q 4.	

M'Donnell's attack, 6. P to K Kt 3, which is your best play, is reserved for Game II.

	6. K Kt to K 2

The best move, but a bad one; 6. P to Q 3 leads to several complicated attacks, of which Grimm's is the most formidable, *e. g.*

	6. P to Q 3
7. K Kt to B 3	7. Q to K R 4
8. P to K R 4	8. P to K R 3
9. P to K 5	9. Q P × P
10. Q Kt to Q 5	

the strongest move, but 10. K Kt × P may be played without disadvantage.

10. K to Q sq

11. K to Kt sq

the object of this move is to protect the Rook and enable you to play R P × Kt P.

11. Q to K Kt 3

12. K Kt × K P

Petroff's attack (12. Q P × P) is not so good, as it is nearly certain to end in a drawn game.

You have a strong attack.

7. K Kt to B 3	7. Q to K R 4
8. P to K R 4	8. P to K R 3
9. K to Kt sq	9. P to K Kt 5

Better than Q to Kt 3.

10. Kt to R 2	10. Q × R P
11. P to K 5	11. Kt to K Kt 3
12. Kt × Kt P	

With a manifest superiority.

GAME II.

M'Donnell's Attack.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. B to Q B 4	3. Q to K R 5 ch
4. K to B sq	4. P to K Kt 4
5. Q Kt to B 3	5. B to K Kt 2
6. P to K Kt 3	

A stronger move than 6. P to Q 4.

6. P × P

7. Q to K B 3

This move is suggested by Mr. Fraser; M'Donnell used to play

7. K to Kt 2	7. Q to K R 3
8. P × P	8. Q to K Kt 3

and the advantage rests with Black.

	7. P to Kt 7 ch (best)
8. K × P	8. Kt to K R 3

If 8. Kt to K B 3,

9. P to K 5	9. Q to K Kt 5 ch (best)
10. Q × Q	10. Kt × Q
11. P to Q 4	

with decidedly the better game.

9. Kt to Q 5	9. K to Q sq (best)
10. P to Q 4	10. B × Q P

10. P to Q B 3, followed by 11. P to Q 4, is sometimes played, but is not so good.

11. Q to K Kt 3	11. Q × Q

If 11. Q × K P ch, then

12. Kt to K B 3	12. Q × Q B P ch
13. Kt to Q 2	

winning.

12. P × Q	12. K Kt to Kt 5
13. Kt to K B 3	13. P to Q B 3
14. Kt to Q Kt 4	14. P to Q R 4
15. Kt to Q 3	15. B to K B 3
16. P to K 5	

You ought to win.

Game III.

The Old Classical Defence.

Since the break down of the defence by 3. Q to K R 5 ch, the Old Classical Defence, 3. P to K B 4 has been revived; I do not think it so good as 3. P to Q 4, though the *Theorie und Praxis* seems to prefer it to all the defences.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. B to Q B 4	3. P to K B 4

You may now play either 4. Q to K 2, or 4. Q Kt to B 3. 4. P to K 5 is bad, because he would check with the Queen, and then advance P to K B 6.

In the first place

4. Q to K 2	4. Q to K R 5 ch (best)
5. K to Q sq	5. P × K P
6. Q × P, ch	6. B to K 2

If 6. K to Q sq,

7. Kt to K B 3 8. P to Q 4	7. Q to K R 4
7. P to Q 4 8. Q × P	7. K Kt to B 3

Even game.

In the second place

4. Q Kt to B 3

This I think your best move.

	4. Q to K R 5 ch
5. K to B sq	5. P × K P
6. Q Kt × P	6. P to Q B 3
7. Q to K 2	7. K to Q sq
8. K Kt to B 3	

The *Handbuch* gives in the text 8. B × K Kt; but, as is often the case, suggests the better move in a note. The *Theorie und Praxis* simply copies the *Handbuch*.

	8. Q to K 2
9. Q Kt to K Kt 5	9. Q × Q
10. K × Q	

The *Handbuch* now dismisses the game as favourable to Black, but I doubt much whether this is really the case; suppose

10. Kt to K R 3

This, or P to Q 4, may be played indifferently; their transposition does not affect the game.

11. K Kt to K 5	11. P to Q 4 (best)
12. B to Q 3	12. K to K sq

Apparently the only move.

13. B × K R P

And undoubtedly White has the best game. If he should play 13. B to K 2, you win the exchange* by Kt to K Kt 6.

Game IV.

The Queen's Pawn's Defence.

This is the best defence against the Bishop's Gambit; it abandons the Gambit Pawn without a struggle,

* Winning a Rook for a Knight or Bishop is termed winning the exchange.

out as there is no defence known which enables him to retain it permanently, it is perhaps best for him to give it up at once and free his game.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. B to Q B 4	3. P to Q 4
4. B × P	

4. P × P confines your Bishop.

	4. K Kt to B 3
5. Q Kt to B 3	

Better than 5. Q to K 2

	5. B to Q Kt 5
6. K Kt to B 3	

If 6. K Kt to K 2, then

	6. Kt × B
7. P × Kt	7. Q to K R 5 ch
8. K to B sq	8. P to K B 6

with a strong attack.

	6. B × Q Kt
7. Q P × B	7. P to Q B 3
8. B to Q Kt 3	

Even game.

GAME V.

The King's Knight's Defence.

This defence is hardly so good as the preceding, but may be played without risk.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	2. P × P
3. B to Q B 4	3. K Kt to B 3
4. Q Kt to B 3	

4. P to K 5 is not good.

4. Q Kt to B 3

If 4 B to Q Kt 5, then

5. P to K 5	5. P to Q 4
6. B to Q Kt 5 ch	6. P to Q B 3
7. P × Kt	7. P × B
8. Q to K 2 ch	8. B to K 3
9. Q × Q B P ch	9. Kt to Q B 3

you have the advantage.

5. K Kt to B 3	5. B to Q Kt 5
6. Castles	6. P to Q 3
7. Kt to Q 5	7. Kt × Kt
8. P × Kt	8. Kt to K 4
9. Kt × Kt	9. P × Kt
10. P to Q 4	10. Q to K 2
11. P to Q B 3	11. B to Q 3

Even game.

§ 6. *The Gambit Declined.*

In the preceding sections every important form of the Gambit has been examined. We have seen that the second player ought always to secure an even, sometimes a superior game; yet, unless tolerably conversant with the defence, he is not unlikely to commit some error which may lose him the game.

He may therefore be anxious to know how to evade its perils. Unlike the Evans' Gambit, it may be declined with perfect safety.

White	Black
1. P to K 4	1. P to K 4
2. P to K B 4	

He may now play either 2. P to Q 4, or 2 B to Q B 4; of these the latter is perhaps the best, as it prevents you from Castling for some time. 2. Q to K R 5 ch is not good.

In the first place

	2. P to Q 4
3. P × Q P	3. Q × P

Better than 3. P × P or 3. P to K 5.

4. Q Kt to B 3	4. Q to K 3
5. K Kt to B 3	5. P to K 5

If instead 5. P × P ch, you play 6. K to B 2, with a strong game; the same position occurs when he plays K P × P at his third move, instead of the move in the text, thus:

	3. K P × P
4. K Kt to B 3	4. Q × P
5. Q Kt to B 3	5. Q to K 3 ch
6. Kt to K 5	6. Kt to K R 3
7. B to Q B 4	7. Q to K 2

Even game.

In the second place

	2. B to Q B 4
3. K Kt to B 3	3. P to Q 3
4. P to Q B 3	4. B to K Kt 5
5. B to K 2	

Better than P to Q 4.

	5. B × Kt
6. B × B	6. Q Kt to B 3
7. P to Q Kt 4	7. B to Q Kt 3
8. P to Q Kt 5	8. Q Kt to K 2
9. P to Q 4	

Even game.

CHAPTER IV.

THE QUEEN'S KNIGHT'S OPENING, THE CENTRE GAMBIT, AND THE QUEEN'S BISHOP'S PAWN'S OPENING.

In the preceding chapters I have examined the three great openings, or rather groups of openings which result from $\frac{\text{1. P to K 4}}{\text{1. P to K 4}}$. Besides these there are three others which, though vastly inferior in strength, beauty, and variety, yet deserve a passing notice; they are the Queen's Knight's, Centre Gambit, and the Queen's Bishop's Pawn's.

§ 1. *The Queen's Knight's Opening, otherwise called Hampe's, or the Vienna Opening.*

This opening is generally classed with the Irregulars, but erroneously so; for, though seldom adopted, it is in no respect irregular. Its peculiarity lies in the relation which it establishes between the two players. The sortie of the Queen's Knight is by its nature a defensive move, and consequently the positions of the players are not unfrequently reversed, the second player becoming the assailant, while his adversary plays a defensive game, with the advantage however of being a move in advance. A single example will illustrate this, viz. 2. P to K B 4, in reply to which you take the Pawn, and are in the position of the second player in the King's Gambit, with this

important difference that your Queen's Knight is in the field.

White	Black
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. K Kt to B 3

This is considered the best defence, but 2. B to Q B 4, or 2. Q Kt to B 3 may be safely played. 2. P to K B 4, and 2. B to Q Kt 5, are bad.

3. P to K B 4 (best)	3. P to Q 4 (best)
4. B P×K P	

This is, I think, your best move, but 4 P to Q 3 may also be played, *e.g.*

4. P to Q 3	4. Q P×P
5. K B P×P	5. Kt to K Kt 5
6. P to Q 4	6. P to K 6
7. Kt to K R 3	7. Kt to Q B 3

The positions are equal.

	4. K Kt×P
5. K Kt to B 3	5. B to K Kt 5
6. P to Q 3	6. Kt×Q Kt
7. Q Kt P×Kt	7. Q Kt to B 3
8. P to Q 4	8. P to K B 3

Even game.

§ 2. *The Centre Gambit.*

White	Black
1. P to K 4	1. P to K 4
2. P to Q 4	2. P×P

You may now play either 3 K Kt to B 3, or 3. B to Q B 4.

If 3 P to Q B 3

	3. P × Q B P
4. B to Q B 4	4. P × Q Kt P
5. Q B × P	5. K Kt to B 3

and notwithstanding your strong attack, Black ought to get the best of the game.

In the first place

3. K Kt to B 3	3. B to Q Kt 5 ch

If 3. Q Kt to B 3, the game becomes the Scotch Gambit.

4. B to Q 2	4. Q to K 2
5. B to Q 3	5. Q Kt to B 3
6. Castles	6. B × B
7. Q Kt × B	7. P to Q 3
8. B to Q Kt 5	8. B to Q 2
9. B × Kt	9. B × B
10. K Kt × P	

Even game.

In the second place

3. B to Q B 4	3. K Kt to B 3

This position occurs in the King's Bishop's game (see Ch. II.), where it is arrived at by

1. P to K 4	1. P to K 4
2. B to Q B 4	2. K Kt to B 3
3. P to Q 4	3. P × P
4. Q × P	

If 4. P to K 5, then 4. P to Q 4, with the advantage.

	4. Q Kt to B 3
5. Q to K 3	5. B to Q Kt 5, ch
6. P to Q B 3	

If 6. B to K 2, he Castles, with the better game.

	6. B to Q R 4
7. K Kt to B 3	7. B to Q Kt 3
8. Q to K B 4	8. Castles

Neither side has any superiority.

§ 3. *The Queen's Bishop's Pawn's Game.*

White	Black
1. P to K 4	1. P to K 4
2. P to Q B 3	

This opening almost invariably leads to an even game.

	2. P to Q 4

2. K Kt to B 3, and 2. B to Q B 4, are equally good.

3. K Kt to B 3

If 3 P×P, then

	3. Q×P
4. P to Q 4	4. Q Kt to B 3
5. Q B to K 3	5. Q B to K B 4
6. P to Q B 4	6. Q to Q R 4 ch
7. B to Q 2	7. Q to Q Kt 3
8. P×P	8. Q Kt to Q 5

he has a strong attack.

	3. P×K P
4. K Kt×P	

There is no advantage in checking with the Queen at Q R 4.

	4. B to Q 3
5. Kt to Q B 4	5. B to K 3
6. P to Q 4	6. P×P, en passant
7. B×P	

The game is even.

CHAPTER V.

IRREGULAR DEFENCES.

ALL the openings hitherto examined have commenced with $\frac{\text{1. P to K 4}}{\text{1. P to K 4}}$. The present chapter will be devoted to those games in which White begins in the customary manner, but Black makes a different reply. In the next chapter I shall notice the moves which White has at his disposal besides 1. P to K 4.

The irregular Defences are—

(1.) 1. P to K 3 The French Game.
(2.) 1. P to Q B 4 The Sicilian Game.
(3.) 1. P to Q Kt 3 The Fianchetto di Donna.
(4.) 1. P to Q 4 The Centre Counter Gambit.

It has never been supposed that any of these moves gives the second player a superior position, but it is thought that they counteract the advantage of the first move, and equalise the game more quickly than the usual defence can. I would not, however, recommend them, for they always result in tame and uninteresting games, by no means comparable to those which spring from the regular opening.

§ 1. *The French Game.*

White	Black
1. P to K 4	1. P to K 3

This is considered the best of the close defences; it is often made use of when the odds of Pawn and move are given.

2. P to Q 4 (best)	2. P to Q 4 (best)
3. P × P	

If 3. P to K 5, 3. P to Q B 4, with the advantage; if 3. Q Kt to B 3, he must reply with 3. B to Q Kt 5, and not with 3. P to Q B 3

	3. P × P
4. K Kt to B 3	4. K Kt to B 3
5. K B to Q 3	

Or 5. Q B to K 3

	5. K B to Q 3
6. Castles	6. Castles

The game is equal.

§ 2. *The Sicilian Game.*

White	Black
1. P to K 4	1. P to Q B 4

The advance of the Q B P prevents the formation of a centre by White.

2. K Kt to B 3

This is considered your strongest move; advancing the K P is weak, but 2. Q Kt to B 3, or 2. P to Q 4, may be safely played.

	2. P to K 3
3. P to Q 4	3. P × Q P

The same position would have occurred if you had played P to Q 4 at your second move, thus—

2. P to Q 4	2. P×P
3. K Kt to B 3	3. P to K 3
4. Kt×P	4. K Kt to B 3
5. B to Q 3	5. Q Kt to B 3
6. B to K 3	

Even game.

§ 3. *The Fianchetto di Donna.*

This defence of P to Q Kt 3 may be adopted with perfect safety, but gives Black a very close game. The Q Kt P is advanced one square in order to play the Q B to Kt 2, where it is well posted, bearing on the adverse right wing. On the other hand the Fianchetto di Rè (P to K Kt 3) is bad, because the proper place for the K B is Q B 4 or Q Kt 3, and not K Kt 2, where it is shut in and almost useless.

White	Black
1. P to K 4	1. P to Q Kt 3
2. P to Q 4	2. B to Q Kt 2
3. B to Q 3	3. P to K 3

If 3. P to K B 4, you may take K B P with P, and on his taking your K Kt P with B you can obtain a strong attack by Q to K R 5 ch.

4. Q Kt to B 3	4. K Kt to B 3

Some players here move P to K Kt 3, making

the game a Double Fianchetto; but this is not good play.

5. K Kt to K 2	5. P to Q B 4
6. B to K 3	

Even game.

§ 4. *Centre Counter Gambit.*

White	Black
1. P to K 4	1. P to Q 4

This is the weakest of the Irregular Defences.

2. P × P

2. P to K 5 leads to an even game.

	2. Q × P
3. Q Kt to B 3	3. Q to Q sq

This precipitate retreat is his best policy; if he should instead check with the Queen, then—

4. B to K 2	4. B to K Kt 5
5. P to Q 4	5. Q to K 3

and white has by far the best game.

4. P to Q 4

This prevents his throwing his K P forward.

	4. K Kt to B 3
5. B to Q 3	5. Q Kt to B 3
6. B to K 3	6. P to K 3

White's game is somewhat freer than Black's.

CHAPTER VI.

IRREGULAR ATTACKS.

Of the Irregular Attacks the principal is the Queen's Gambit, in which you advance the Queen's Pawn two steps at your first move; and if Black reply in a similar manner, you then play 2. P to Q B 4. Black may either accept or decline the Gambit; the latter is thought to be his best course, but it may be accepted without danger. This opening is thoroughly sound, and makes an agreeable variety. Besides 1. P to Q 4 you may open the game by advancing the K B P or Q B P two squares; these, though seldom played, are amongst the recognised openings. Some players bring out the K Kt before moving any Pawns, but this is nearly certain to result in some phase of the ordinary Knight's Game.

§ 1. *The Queen's Gambit.*

Game 1.

The Gambit Accepted.

White	Black
1. P to Q 4	1. P to Q 4

Black may play instead P to K 3; you can then turn the game into the French Defence by 2. P to K 4. 1. P to K B 4, or 1. P to Q B 4, are not advisable defences.

2. P to Q B 4 — 2. P × P

The gambit declined will be examined in Game II.

3. P to K 3 — 3. P to K 4

Any attempt to defend the Gambit Pawn, as in the Gambits on the King's side, will result in the loss of a piece, *e. g.*

	3. P to Q Kt 4
4. P to Q R 4	4. B to Q 2

If 4. P to Q B 3

5. P × P	5. P × P
6. Q to K B 3	
5. P × P	5. Q B × P
6. P to Q Kt 3	6. Q to Q 4
7. Kt P × P	7. Q B × P
8. Q to Q R 4 ch	
4. K B × P	4. K P × P
5. K P × P	5. K B to Q 3
6. K Kt to B 3	6. K Kt to B 3
7. Castles	7. Castles.

Even game.

Game II.

The Gambit Declined.

White	Black
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P to K 3 (best)

It is thought better for Black to decline than to accept the Gambit.

3. Q Kt to B 3	3. P to Q B 4 (best)

He may also play 3. K Kt to B 3

4. P to K 3	4. K Kt to B 3
5. K Kt to B 3	5. Q Kt to B 3
6. P to Q R 3	6. P to Q R 3
7. P to Q Kt 3	7. P to Q Kt 3
8. B to Q Kt 2	8. B to Q Kt 2
9. P × Q P	9. K P × P
10. B to Q 3	10. P × Q P
11. K P × P	11. B to Q 3
12. Castles	12. Castles

The above moves are given by the *Handbuch* as the best, but unquestionably they might be varied on either side without danger. The positions are now exactly similar, and, though White has the move, the game is quite even.

§ 2. *The King's Bishop's Pawn's Opening.*

White	Black
1. P to K B 4	

This is not a good opening.

	1. P to Q 4

He may also play 1. P to K B 4.

2. K Kt to B 3	2. B to K Kt 5

2. P to Q B 4 is not good.

3. Kt to K 5	3. B to K B 4
4. P to Q 3	

Staunton gives 4. P to K Kt 4, but remarks that it is needlessly hazardous, and suggests 4. P to Q 3, or 4. P to Q B 4, instead.

4. P to K 3

Even game.

§ 3. *The Queen's Bishop's Pawn's Opening.*

White	Black
1. P to Q B 4	

This is better than moving the K B P.

1. P to Q B 4 (best)

1. P to K 4 is not good, because it puts White in the position of the second player in the Sicilian Defence, with the advantage of being a move in advance.

2. P to K B 4	2. P to K B 4
3. P to Q 3	3. K Kt to B 3
4. Q Kt to B 3	4. P to Q 3
5. P to K 4	5. Q Kt to B 3
6. K Kt to B 3	6. P to K 4

Even game.

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